

RULES SUMMARY

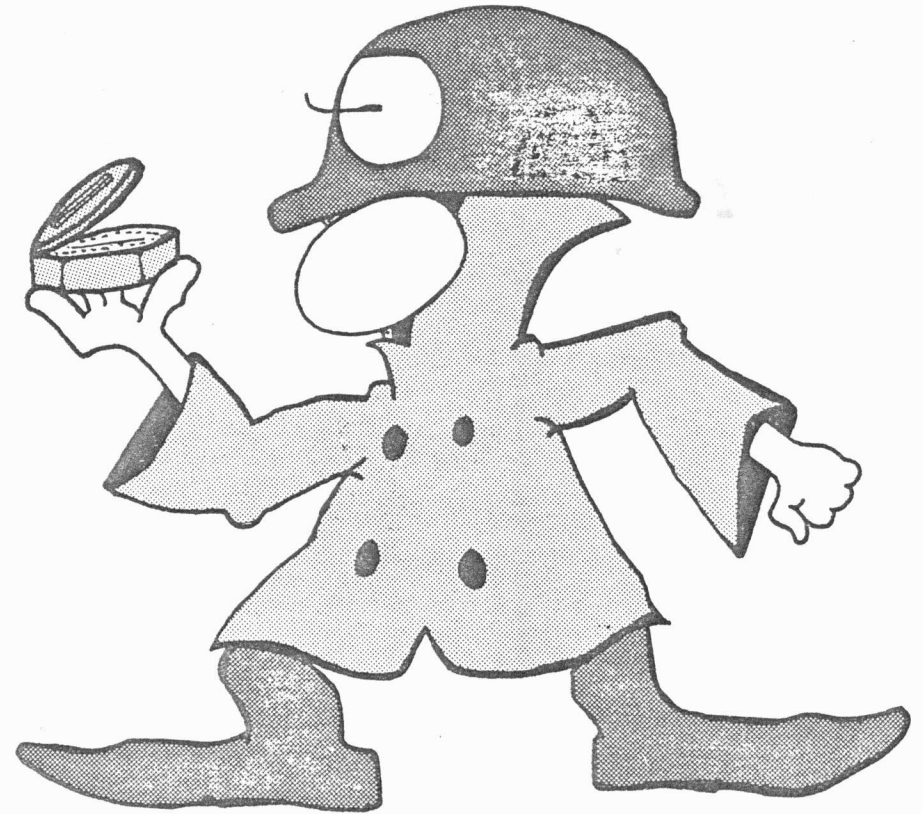
- Light Lamp. Roll 1 - 4
- Map one station . . Roll 1 - 4
- Take Reality card . Roll 5, 6 while mapping
- Movement:
 - Maximum 4 stations/turn
 - Each 1 meter high station counts as two stations.
- Sharing a station
 - Ceiling height 2m or more . No limit (More than 3 Cavers: no mapping)
 - Ceiling height 1m . . Only one Caver
- Remove Rock Fall. . . Roll 1 or 2
- Floods last two complete turns
- Lost Notes removes three adjacent markers

Kave Kapers was developed by A.J. Kramer and Randy Hurst with the valuable assistance of many cavers, including members of the Baltimore and York Grottos. The name Kave Kapers does not imply endorsement or affiliation with the Central Indiana Grotto or their annual affair. Questions and comments should be addressed to:

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KAVE KAPERS



THE CAVE MAPPING GAME

Directions For Play

revised

INTRODUCTION

The object of Kave Kapers is to be the first to completely map Capricious Caverns. Each player has a Caver (the white disc with the caver embossed on it) which he moves through the cave. On each turn you try to map one survey station by rolling the die. As each station is mapped it is marked with a station marker of the same color as your Caver. The problems and rewards of caving are represented by the Reality cards which you must draw from time to time. In addition to mapping, you may need to move about in the cave or re-light your lamp. Each turn consists of ONE of these three activities: surveying one station, moving, or lighting your lamp.

Cavers may start on either Entrance space. They move along the red lines, which represent lines of sight for mapping and negotiable terrain for moving, from one survey station to the next. The red circles represent the survey stations and are the only places where Cavers may be placed. All map symbols on the boards except the red lines and circles used in playing the game are standard map symbols. Ceiling heights are in Meters. The three boards may be aligned in any configuration you desire, as long as a passage connects from one board to the next. Passages that go off the board are considered to end there. The half stations count as regular stations for purposes of mapping.

At the end of the Basic rules you will find a number of Optional rules which you can use to add further complexity and realism to the game. Play a game using the Basic rules only, then add one or more Optional rules for the next game.

SET UP THE GAME

Cut out the yellow cards and green markers. The cards with the caver on the back are Reality cards and should be shuffled and placed face down within reach. Ascending and Equipment cards are used in the Optional rules and should be placed aside for now. Keep the Flood and Rock Fall markers at hand; Rigged markers are also used in the Optional rules and are placed aside.

After setting up the boards choose a Caver and all the station markers of the same color. Place your Caver face down on either Entrance. Decide the order of play by rolling the die. On the first turn you must light your lamp. Once lit, you may begin mapping. The following rules show how to do each.

If you are back-surveying up the drop, do so before drawing the Ascending card.

Once at the top station spend one turn "de-rigging" and remove the Rigged marker. You may leave the drop rigged if you plan to descend again but you must de-rig before leaving the cave.

Cave Race

This is a short version of Kave Kapers in which you do not map the cave, but try to be the first to touch all stations in the cave using the Movement rules only.

Roll the die on each turn and, if a 1-4 is rolled move normally; draw a Reality card on a roll of 5 or 6. Leave a station marker on each station touched. Perils of the Unknown cards still apply: a Lost Notes card removes three markers, Cavers cannot enter Floods, etc. Don't forget the stations at the ends of side passages and remember to follow the red lines.

Changing The Rules

You may wish to make up your own rules for special situations, or modify the given rules. For instance, the game moves more quickly if a Reality card is drawn only on a roll of 6, especially if 5 or 6 people are playing. Or you may wish to provide for moving outside the cave, from Entrance to Entrance. Other possibilities include Cave Rescue (if trapped behind a Rock Fall) or actually mapping the cave with compass and ruler. Use your imagination.

Note to the Second Edition

Thanks to the comments and advice of our many good friends who have bought and played the original edition of Kave Kapers, we have made many small changes to this second printing. If you have played Kave Kapers before, please read these rules, as there are some differences that we feel will make the game simpler and resolve some questions that arose with the earlier rules.

A Caver may move up to four stations in one turn, however EACH STATION WITH A CEILING HEIGHT OF ONE METER COUNTS AS TWO STATIONS. The ceiling height of the station you start on does not affect your movement.

Example: A Caver may move thru stations with ceiling heights of ④ and ①, stopping on a ③. These three stations "count" as four. A Caver could not move thru stations with heights of ①, ②, and ① as these would "count" as five stations. Of course you may move less than the maximum if you wish.

You may "pass" other Cavers on stations with ceiling heights of ② or more, but a Caver occupying a station with a height of ① effectively blocks the passage to other Cavers. (See "SHARING A STATION")

SHARING A STATION

Only one Caver may occupy a ① meter high station. Other Cavers may survey TO that station and place their markers if successful, but they may not move to it.

On all other stations any number of Cavers may occupy a station, but if any of them is mapping only THREE may occupy that station. You may map TO a station containing three other Cavers and place your marker and move to it, but you may not map FROM a station you share with three others.

REALITY CARDS

If you roll a 5 or 6 when surveying you must draw a Reality card. Reality cards are of two kinds, regular and Perils of the Unknown. If you draw a regular Reality card you may lose this turn (-1) or lose your next turn as well (-2). Do not place a station marker if you lose a turn. You may also complete this turn (0) or get extra turns (+1,+2). If your lamp goes out do not complete this station (do not place station marker or move) and turn your Caver face down. Relight your lamp on the next turn (see "Lighting Your Lamp"). If you need water for your lamp start immediately for any body of water (including intermittent streams) using the Movement rules. Turn your Caver face down when you arrive. Always return a regular Reality card to a discard pile after use.

If you draw a Perils of the Unknown card complete your turn as if you had rolled a 1 - 4 and keep the card for future use. Perils of the Unknown cards may be used on any turn, including the turn drawn, but you must use it before you map or move. The person playing the Perils of the Unknown card is not immune from its effects.

Perils of the Unknown cards are used in the following ways:

ROCK FALL

Return the Rock Fall card to the discard pile. Place a Rock Fall marker in any passage of two meters height or less, between stations. A Rock Fall blocks passage along the line(s) it crosses until it is removed. You may not move or survey through a Rock Fall.

To remove a Rock Fall move your Caver to an adjacent station. On the next turn roll the die: a 1 or 2 removes the marker; a 3, 4, 5 or 6 does not. You may not survey or move on the turn you try to remove a Rock Fall.

A Rock Fall does not exempt anyone from mapping any stations. If ALL stations can be mapped without removing it then it can remain.

FLOOD

Return the Flood card to the pile and place a Flood marker on any stream (including intermittent streams). For two complete turns all stations along the affected stream are unusable. Note that a stream may pass through several stations. You may not occupy or map to a station that is flooded. Cavers that occupy a flooded station must leave by the most direct route. They may NOT map their way out. Cavers on flooded stations whose lamps are out must move out of the flooded passage, but their lamps remain out.

After all players have taken two turns remove the Flood marker.

One Flood card affects only one stream, but you may use several markers to trace the affected stream and its branches along their courses.

LOST NOTES

Return the Lost Notes card to the pile. Select an opponent, remove any three of his station markers, and return them to him. The three markers may be anywhere in the cave, but must be adjacent, one to another.

The missing stations must be re-surveyed, but not necessarily immediately or in the original order. Each player may only "Lose his Notes" once per game.

WINNING THE GAME

The first player to map ALL stations in the cave (including all side passages and both Entrances) and leave the cave by an Entrance is the winner.

OPTIONAL RULES

Back-Surveying

When all stations in the cave have been mapped, have other players verify this, then begin back-surveying. The back-survey is done in the same manner as the original mapping, but in reverse order and station markers are removed as each station is mapped. Side passages that go off the map must be entered and mapped back to the main passage, as must Entrances.

A Lost Notes Perils of the Unknown card ADDS three markers if used during a back-survey.

Teamwork

Teams of two Cavers cooperate, each mapping a separate section of cave and "tying in" to each other's section where their stations are adjacent and connected by a red line.

Vertical Work

Consider the drop near the space marked "Ascending Cards" to require the use of vertical gear. Arrange the boards and/or use permanent Rock Fall markers to isolate it so it cannot be bypassed or approached from the bottom.

Before the game starts shuffle the Ascending cards and place them face down on the space provided. Also shuffle and deal out the Equipment cards, one to a player. Each player keeps his Equipment card FACE DOWN in front of him and does not look at it until he arrives at the drop. Each player also receives a Rigged marker.

To descend:

On the turn after you arrive at the top of the drop turn over your Equipment card. If you are Poorly Equipped you must return to the Entrance you entered and "get your equipment" (using the Movement rules, of course).

If you are Equipped, or have been to the Entrance and back, place your Rigged marker on the drop (not the station). This is the "rigging turn". On the next turn you may move or map down the drop.

To ascend:

You must have rigged and descended to ascend.

On the turn after you arrive at the bottom of the drop draw an Ascending card. Take the required number of turns to ascend (if more than one turn is necessary this turn counts as the first). Return the card to the bottom of the pile. If more than six ascents are made, re-shuffle the cards.

LIGHTING YOUR LAMP

On the first turn, and whenever a Reality card requires, you must light your lamp. Whenever your lamp is out turn your Caver face down. To light your lamp roll the die; a 1, 2, 3 or 4 lights your lamp. Turn the Caver face up: you may resume mapping on the next turn. If you roll a 5 or 6, your lamp is not lit, the Caver remains face down and your turn is over. You may not move or map as long as your lamp is out. (Except in Floods)

MAPPING (SURVEYING)

Mapping a station consists of rolling the die. If you roll a 1, 2, 3 or 4 the station is mapped and you may place a station marker on it. You may also now move your Caver to that station. If you roll a 5 or 6 draw a Reality card and follow the directions. In order to map a station you must meet the following conditions:

a. You must be on a station you have already mapped. On the first turn this is the Entrance station you start on. Once your lamp is lit place a station marker on the Entrance station. This first marker is "free" but all other markers must be placed by rolling the die.

b. The station you are surveying must be adjacent to and connected by a red line to the station your Caver occupies. Nearby stations that are not connected by a line cannot be mapped from that station.

The route you follow through the cave is up to you. It is not necessary to make a single long line of stations. You may remain stationary and map several stations from one (as long as each is directly connected to that one) and you may move back to a previously mapped station and resume mapping in another direction.

If you roll the die and then discover that there is no station you can map, you may not change your mind and move, but must lose your turn.

MOVING THRU THE CAVE

Cavers may move from station to station through the cave without mapping. DO NOT roll the die to move. Cavers move along the red lines from station to station: they may not stop between stations. The distance a Caver may move in one turn is restricted as follows: